

### 4K UHD モニター

形名 TUM-32PRO1



#### ■取扱説明書について

本機には、本取扱説明書のほかに、操作マニュアルが用意されています。操作マニュアルは、東芝ホームページ (<http://www.toshiba.co.jp/vs/download/>) からご覧いただけます。

- ： 必ず最初に「安全上のご注意」(➡ 4 ページ～ 13 ページ) をご覧ください。
- ： 操作ができなくなったなどの場合は、「困ったときには」(➡ 39 ページ) をご覧ください。

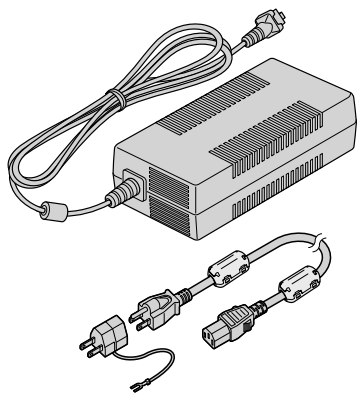
このたびは東芝モニターをお買い上げいただきまして、まことにありがとうございます。  
本機を安全に正しく使っていただくため、お使いになる前にこの取扱説明書をよくお読みください。  
お読みになったあとは、いつも手元に置いてご使用ください。

# 付属品を確認する

- 本機には以下の付属品があります。お確かめください。
- 外部機器などに接続するための器具・機器などは付属されておりません。機器の配置や使用環境などに合わせて適切な市販品を別途お買い求めください。

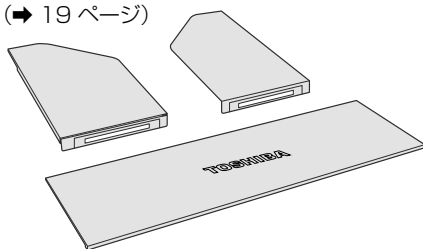
## 付属品/名称

**ACアダプター (PW-250A4-1Y240E)・  
電源コード・変換アダプター**  
(➡ 24 ページ)

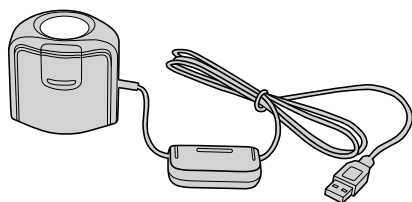


## 遮光フード

- 画面の写り込み防止に使用します。  
(➡ 19 ページ)



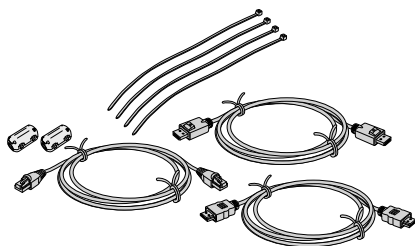
**キャリブレーションセンサー (i1D3)**  
(➡ 28 ページ)



## 付属品/名称

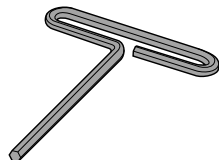
### 接続ケーブル

- HDMIケーブル、DisplayPortケーブル、  
LANケーブル(各1本: 2m)、フェライトコア  
(2個: ➡ 32 ページ)、結束バンド(4本:  
➡ 23 ページ)



### 六角レンチ

- 画面位置を調整するときのトルクの変更に使  
います。(➡ 17 ページ)



### クリーニングキット一式

- 本機の液晶画面をふくときに使います。  
(➡ 36 ページ)



- 取扱説明書 (本書)

※ 付属品紛失の際は当社部品をお求めくだ  
さい。



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# 安全上のご注意

商品および取扱説明書には、お使いになるかたや他の人への危害と財産の損害を未然に防ぎ、安全に正しくお使いいただくために、重要な内容を記載しています。次の内容（表示・図記号）をよく理解してから本文をお読みになり、記載事項をお守りください。

## 【表示の説明】




表 示	表示の意味
 <b>警告</b>	“取扱いを誤った場合、人が死亡、または重傷 <sup>*1</sup> を負うことが想定されること”を示します。
 <b>注意</b>	“取扱いを誤った場合、人が軽傷 <sup>*2</sup> を負うことが想定されるか、または物的損害 <sup>*3</sup> の発生が想定されること”を示します。

\* 1：重傷とは、失明やけが、やけど（高温・低温）、感電、骨折、中毒などで、後遺症が残るもの、および治療に入院や長期の通院を要するものをさします。

\* 2：軽傷とは、治療に入院や長期の通院を要さない、けが、やけど、感電などをさします。

\* 3：物的損害とは、家屋・家財および家畜・ペットなどにかかわる拡大損害をさします。

## 【図記号の例】

図記号	図記号の意味
 禁 止	“○”は、禁止（してはいけないこと）を示します。 具体的な禁止内容は、図記号の中や近くに絵や文章で示します。
 指 示	“●”は、指示する行為の強制（必ずすること）を示します。 具体的な指示内容は、図記号の中や近くに絵や文章で示します。
 注 意	“△”は、注意を示します。 具体的な注意内容は、図記号の中や近くに絵や文章で示します。

# 警告

## 異常や故障のとき

- 煙が出ている、変なにおいがするときは、すぐにACアダプターの電源プラグをコンセントから抜く



プラグを抜け

そのまま使用すると、火災・感電の原因となります。

煙が出なくなるのを確認し、お買い上げの販売店にご連絡ください。

- 画面が映らない、音が出ないときは、すぐにACアダプターの電源プラグをコンセントから抜く



プラグを抜け

そのまま使用すると、火災の原因となります。

お買い上げの販売店に、点検をご依頼ください。

- 内部に水や異物がはいつたら、すぐにACアダプターの電源プラグをコンセントから抜く



プラグを抜け

そのまま使用すると、火災・感電の原因となります。

お買い上げの販売店に、点検をご依頼ください。

- 落としたり、キャビネットを破損したりしたときは、すぐにACアダプターの電源プラグをコンセントから抜く



プラグを抜け

そのまま使用すると、火災・感電の原因となります。

キャビネットが破損したままでは取り扱うと、けがのおそれがあります。

お買い上げの販売店に、点検・修理をご依頼ください。

# 安全上のご注意 つづき

## 異常や故障のとき つづき

- ACアダプターが傷んだり、発熱したりしたときは、本体の電源スイッチを「OFF」にして電源を切り、ACアダプターの電源プラグをコンセントから抜く



プラグを抜け

そのまま使用すると、火災・感電の原因となります。  
コードが傷んだら、お買い上げの販売店に交換をご依頼ください。

## 設置するとき

- 本機はコンセントから電源プラグが抜きやすいように設置する



指 示

万一の異常や故障のとき、または長期間使用しないときなどに役立ちます。

- 屋外や浴室など、水のかかるおそれのある場所には置かない



風呂、シャワー  
室での使用禁止

火災・感電の原因となります。

- ぐらつく台の上や傾いた所など、不安定な場所に置かない



禁 止

モニターが落ちて、けがの原因となります。  
水平で安定したところに据え付けてください。  
台を使用するときは、その取扱説明書もよくお読みください。

- 振動のある場所に置かない



振動禁止

振動でモニターが移動・転倒し、けがの原因となります。

## ■ 上に物を置いたり、ペットをのせたりしない



上載せ禁止

- 金属類や、花瓶・コップ・化粧品などの液体、ペットの尿・体毛などが内部にはいった場合、火災・感電の原因となります。
- 重いものなどが置かれて落下した場合、けがの原因となります。

## ■ 壁に取り付けて使用する場合、壁掛工事は、お買い上げの販売店に依頼する



指 示

工事が不完全だと、けがの原因となります。

## ■ 転倒・落下防止の処置をする



指 示

転倒・落下防止の処置をしないと、モニターの転倒・落下によってけがなどの危害が大きくなります。

## 使用するとき

### ■ 修理・改造・分解はしない



分解禁止

内部には電圧の高い部分があり、感電・火災の原因となります。内部の点検・調整および修理は、お買い上げの販売店にご相談ください。

### ■ 異物を入れない



異物挿入禁止

通風孔などから金属類や紙などの燃えやすいものが内部にはいった場合、火災・感電の原因となります。特にお子様にはご注意ください。

### ■ 雷が鳴りだしたら、本機やACアダプターおよび本機に接続した機器やケーブル・コードに触れない



禁 止

感電の原因となります。

# 安全上のご注意 つづき

## 使用するとき つづき

- 包装に使用しているビニール袋でお子様が遊んだりしないように注意する



指 示

かぶったり、飲み込んだりすると、窒息のおそれがあります。  
万一、飲み込んだ場合は、直ちに医師に相談してください。

## ACアダプターについて

- ACアダプターは家庭用交流100Vのコンセントに接続する



指 示

- 交流100V以外を使用すると、火災・感電の原因となります。
- 差し込みかたが悪いと、発熱によって火災の原因となります。
- 傷んだ電源プラグ、変換アダプター、ゆるんだコンセントは使わないでください。

- ACアダプターを分解・改造・修理しない



分解禁止

火災・感電の原因となります。

- ときどき電源プラグや変換アダプターを抜いて点検し、刃や刃の取付け面にゴミやほこりが付着している場合は、きれいに掃除する



指 示

電源プラグや変換アダプターの絶縁低下によって、火災の原因となります。

- 通電中のACアダプターにふとんをかけたり、暖房器具の近くやホットカーペットの上に置かない



禁 止

火災、故障の原因となることがあります。



## ■ ACアダプター・変換アダプター・電源コードは、付属のものを使用する



指 示

指定以外のACアダプターおよび電源コードを使用すると、火災・故障の原因となります。付属のACアダプターと電源コードは国内専用です。

## ■ ACアダプターのコード、電源コード、付属のコードは



禁 止

- 傷つけたり、延長するなど加工したり、加熱したりしない
  - 引っ張ったり、重いものを載せたり、はさんだりしない
  - 無理に曲げたり、ねじったり、束ねたりしない
- 火災・感電の原因となります。

# ⚠ 注意

## 設置するとき

### ■ 温度の高い場所に置かない



禁 止

直射日光の当たる場所やストーブのそばなど、温度の高い場所に置くと火災の原因となることがあります。  
また、キャビネットの変形や破損などによって、感電の原因となることがあります。

### ■ 湿気・油煙・ほこりの多い場所に置かない



禁 止

加湿器・調理台のそばや、ほこりの多い場所などに置くと、火災・感電の原因となることがあります。

### ■ 通風孔をふさがない



禁 止

通風孔をふさぐと内部に熱がこもり、火災の原因となることがあります。

- 壁に押しつけないでください。(10cm以上の間隔をあける)
- 押し入れや本箱など風通しの悪い所に押し込まないでください。
- テーブルクロス・カーテンなどを掛けたりしないでください。
- じゅうたんや布団の上に置かないでください。
- あお向け・横倒し・逆さまにしないでください。

# 安全上のご注意 つづき

## 設置するとき つづき

- 車(キャスター)付きの台に設置する場合は、キャスターが動かないように固定する



指 示

固定しないと台が動き、けがの原因となることがあります。  
畳やじゅうたんなど柔らかいものの上に置くときは、キャスターをはずしてください。キャスターをはずさないと、揺れたり、傾いたりして倒れることがあります。

- 移動したり持ち運んだりする場合は、次のことを守る



指 示

- 包装箱から出すとき、持ち運ぶときは、2人以上で取り扱う

ひとりで取り扱うと、からだを痛めたり、モニターを落としてけがをしたりする原因となることがあります。

本機は、画面部が動きます。取り出すとき、持ち運ぶときは注意してください。

- 離れた場所に移動するときはACアダプター・機器との接続線、転倒防止および盗難防止をはずす

はずさないまま移動すると、ACアダプター・電源コードが傷つき火災・感電の原因となったり、モニターが転倒してけがの原因となったりすることがあります。

- 車(キャスター)付きの台に設置している場合、移動させるときは、キャスターの固定を解除し、モニターを支えながら、台を押す

モニターを押したり、モニターを支えていなかったりすると、モニターが落下してけがの原因となることがあります。

- 衝撃を与えないように、ていねいに取り扱う

モニターが破損してけがの原因となることがあります。

## 使用するとき

- 台を使用するときは、



禁 止

- 不安定な台を使わない
- 片寄った載せかたをしない
- 台のトビラを開けたままにしない
- 耐荷重が本機の質量より軽い台を使わない

倒れたり、破損したり、指をはさんだり、引っ掛けたりして、けがの原因となることがあります。特にお子様にはご注意ください。

## ■ モニターや台にぶら下ったり、上に乗ったりしない



禁 止

落ちたり、倒れたり、壊れたりしてけがの原因となることがあります。

特にお子様にはご注意ください。

## ■ 液晶モニターの画面をたたいたり、衝撃を加えたりしない



禁 止

ガラスが割れて、けがの原因となることがあります。

もしも、ガラスが割れて液晶(液体)がもれたときは、液晶に触れないでください。

もれた液が目にはいたり、皮膚についたりすると、目や皮膚に障害を与えるおそれがあります。目や口にはいたり、皮膚についたりしたときは、きれいな水でよく洗い流し、直ちに医師に相談してください。

衣服などについたときは、すぐにきれいな水で洗い流してください。

床や周囲の家具、機器などについたときは、液に直接触れないでふき取ってください。

## ■ モニターの周囲に薬品、芳香剤、消臭剤、化粧品、洗剤などを置かない



禁 止

薬品・芳香剤・消臭剤・化粧品・洗剤などの中には、プラスチックに付着すると劣化やひび割れを生じさせるものがあります。(詳しくは、下の「お知らせ」をご覧ください)

モニターのキャビネットやスタンド部分が破損すると、感電の原因となったり、モニターが転倒してけがの原因となったりすることがあります。

薬品・芳香剤・消臭剤・化粧品・洗剤などがモニターに付着したときは、すぐにきれいにふき取ってください。

モニターのキャビネットやスタンド部分などにひび割れなどの破損が生じたときは、すぐにお買い上げの販売店に修理をご相談ください。



- 本機のキャビネット、スタンドなどにはプラスチックが多く使われています。薬品・芳香剤・消臭剤・化粧品・洗剤などの中にはプラスチックに付着したままにしておくと、プラスチックの劣化・ひび割れ(ケミカルストレスクラック)の原因となる物もあります。

「ケミカルストレスクラック」とは、製品荷重などの応力が加わっているプラスチック部分に、薬品・芳香剤・消臭剤・化粧品・洗剤などが付着すると、付着物がプラスチック内部に浸透して応力との相互作用でひび割れや破損が発生する現象です。こぼれたこれらの液体などが、製品底面のプラスチック部分と設置台のすき間にしみ込んだ場合でも、放置すると発生することがあります。

# 安全上のご注意 つづき

## ACアダプターについて

- めれた手でACアダプターの電源プラグやDCプラグを抜き差ししない。



めれ手禁止

感電の原因となることがあります。

- ACアダプターを抜くときは、電源コードを引っ張って抜かない



引っ張り禁止

電源コードを引っ張って抜くと、電源コードや電源プラグが傷つき火災・感電の原因となることがあります。  
プラグを持って抜いてください。

- 旅行などで長期間ご使用にならないときは、安全のためACアダプターの電源プラグをコンセントから抜く



プラグを抜け

万一故障したとき、火災の原因となることがあります。

- 付属のACアダプターと電源コードを本機以外の他の用途に使用しない



禁 止

本機以外の他の用途に使用すると、火災・故障の原因となります。

- ACアダプターの電源プラグはコンセントの奥まで確実に差し込む



指 示

確実に差し込んでいないと、火災・感電の原因となります。

## お手入れについて

- お手入れのときは、ACアダプターの電源プラグをコンセントから抜く



プラグを抜け

感電の原因となることがあります。

- ときどき通風孔を点検し、ゴミやほこりが付着している場合は、きれいに掃除する



指 示

通風孔がふさがると内部に熱がこもり、火災の原因となることがあります。

- 1年に一度は内部の清掃を、お買い上げの販売店にご相談ください



指 示

本体の内部にほこりがたまっただま使用すると、火災や故障の原因となることがあります。

特に湿気の多くなる梅雨期の前に行うと効果的です。内部清掃費用については、お買い上げの販売店にご相談ください。

# はじめに

## ■ 本取扱説明書について

本取扱説明書では、設定用のパソコンを接続して行う操作・設定以外の取り扱いについて、説明しています。

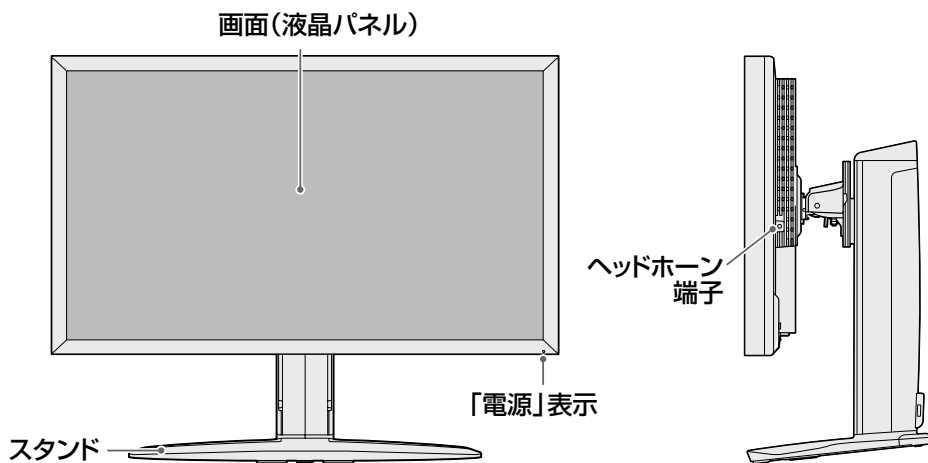
本製品には、本取扱説明書のほかに、設定用のパソコンを接続して行う操作・設定を説明する「操作マニュアル」が用意されています。

「操作マニュアル」は、東芝ホームページ (<http://www.toshiba.co.jp/vs/download/>) からご覧いただけます。

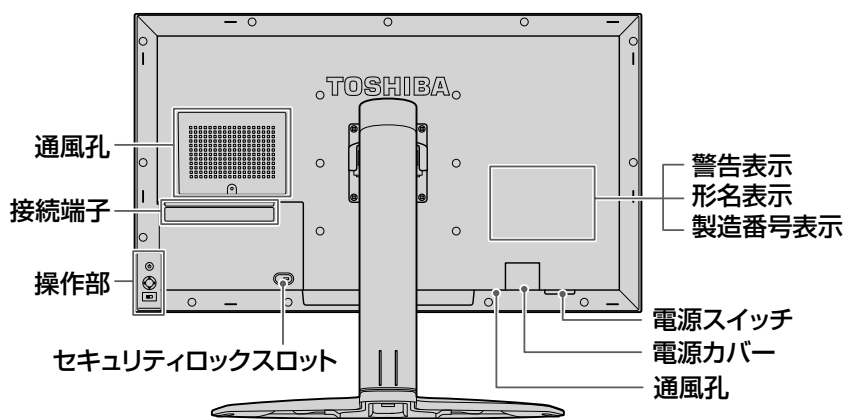
本製品をご使用になる前に、本取扱説明書と「操作マニュアル」をよくお読みの上、正しく操作してください。

# 各部のなまえ

## 前面・右面



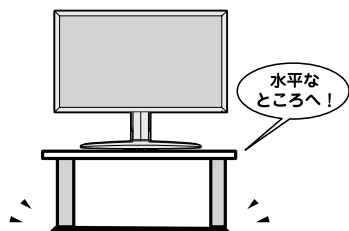
## 背面



# 設置する

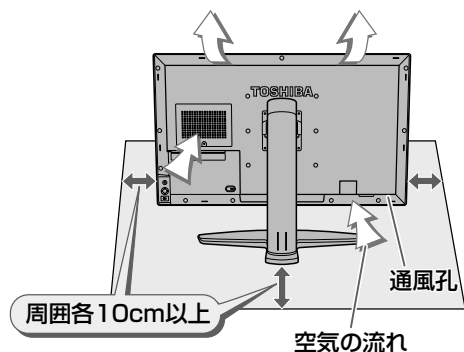
## 正しい置きかた

- 丈夫で水平な安定したところに設置してください。



## ■ 周囲からはなして置いてください

- 通風孔をふさがないように本機の上および周囲に10cm以上の空間を設けてください。



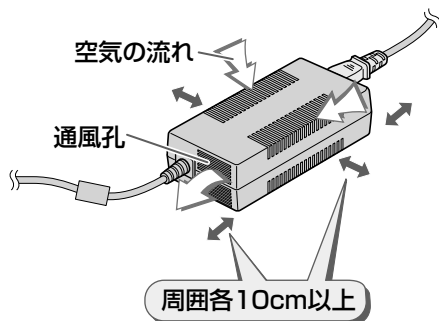
### ご注意：

本機は、画面を横または縦に変えて使用することができます。上または左右に十分な空間を設けて設置してください。

## ACアダプターの置きかた

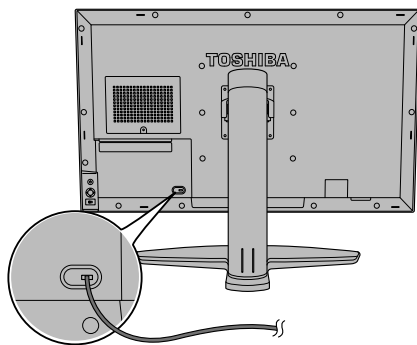
## ■ 周囲からはなして置いてください

- 通風孔をふさがないようにACアダプターの周囲に10cm以上の空間を設けてください。



## 盗難防止のしかた

- 本機背面のセキュリティロックスロットと市販の盗難防止ワイヤーを使って盗難防止をすることをおすすめします。

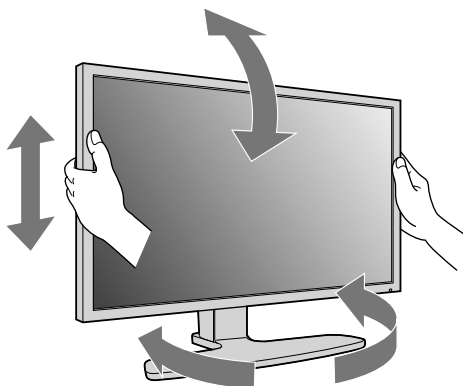




# 画面の高さ・角度・向きを変える

画面高さ、角度、向きを変えることができます。

- 画面を横置きの場合に説明します。縦置きするとき(➡ 18 ページ)も同様に調整できます。



## トルクを調整する

- 画面を上下したり、角度を変えたりするときのトルク(抵抗の度合い)を調整することができます。

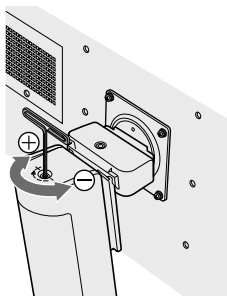
※ 付属の六角レンチを使います。

## ■ 画面を上下するときのトルク調整

- +側に回すと、画面を上昇させる側が軽くなります。

一側に回すと、画面を下降させる側が軽くなります。

- ※ 過度に回しすぎると、画面がお好みの位置に固定されなくなりますので、ご注意ください。

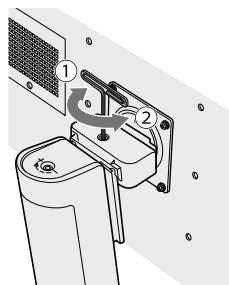


## ■ 画面の角度を変えるときにトルク調整

- ①側に回すと、画面を上向きにする側が軽くなります。

②側に回すと、画面を下向きにする側が軽くなります。

- ※ 過度に回しすぎると、画面がお好みの向きに固定されなくなりますので、ご注意ください。

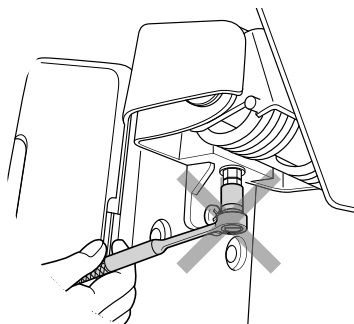


## ⚠ 注意



操作禁止

角度調整のトルクを変更するとき、画面取付部下にあるナットが回転しますが、このナットには触れないでください。ナットを緩めると、部品が周囲に飛び出しけがをする恐れがあります。また旋回軸に損傷を与える可能性があります。

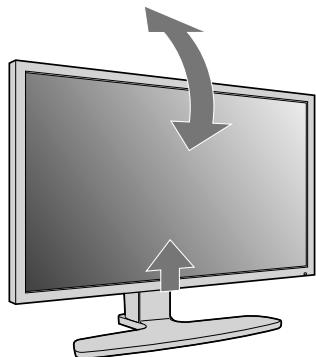


# 画面を縦置き・横置きにする

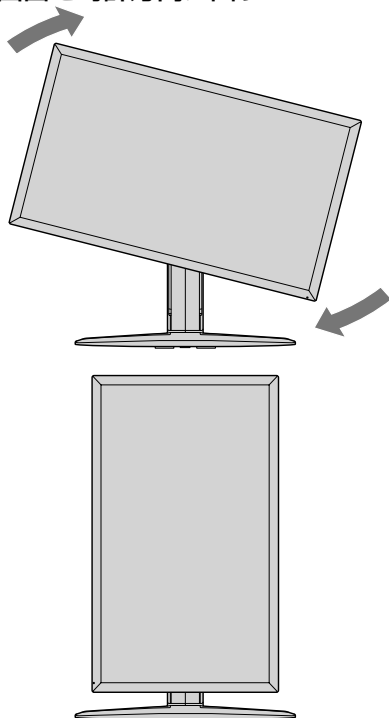
画面を縦置きまたは横置きに変えることができます。

## 画面を縦置きにする

- ① 画面を一番高い位置にしてから、画面を上に向ける



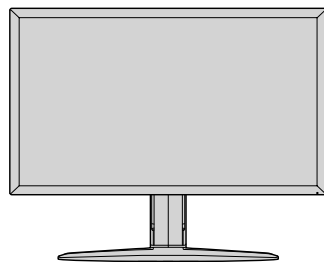
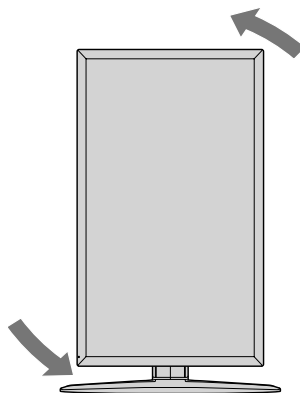
- ② 画面を時計方向に回す



## 画面を横置きにする

- ① 画面を一番高い位置にしてから、画面を上に向ける

- ② 画面を反時計方向に回す



### ご注意：

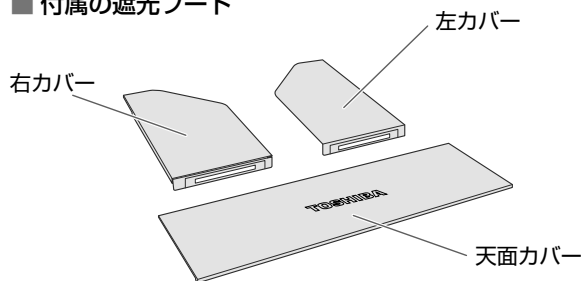
- 画面の縦置き・横置きを変えるときは、モニターの電源を切り、接続ケーブルをはずしてから行ってください。
- 遮光フードを取り付けている場合は、遮光フードを取りはずしてから行ってください。
- 画面を縦置きにしたとき、設定メニューの向きも変更することができます。詳しくは、操作マニュアル(<http://www.toshiba.co.jp/vs/download/>)をご覧ください。

# 遮光フードを取り付ける

外部からの光による画面への影響や映り込みを軽減するため、遮光フードを取り付けます。

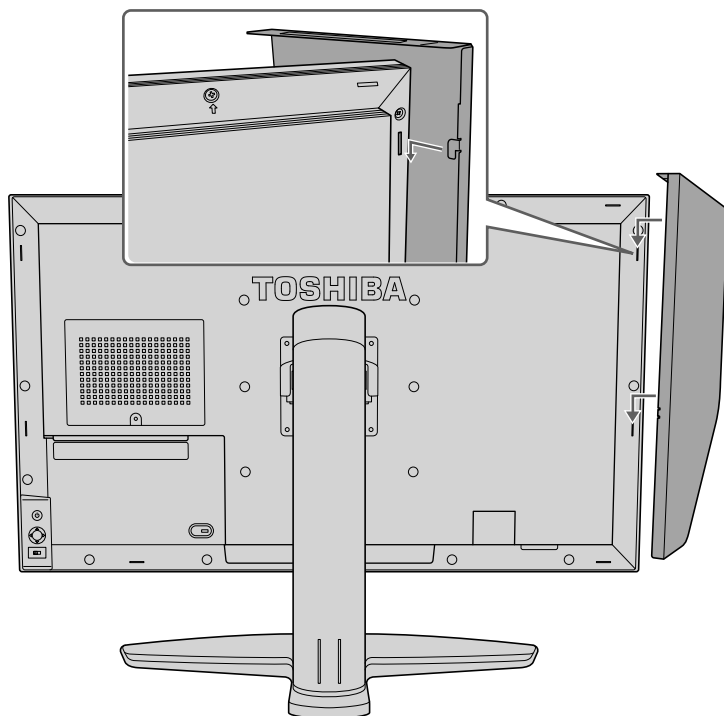
- 付属の遮光フードは画面が横置きの際に取り付けることができます。縦置きの際には取り付けることはできません。

## ■ 付属の遮光フード



### ① 左カバーと右カバーを本体に取り付ける

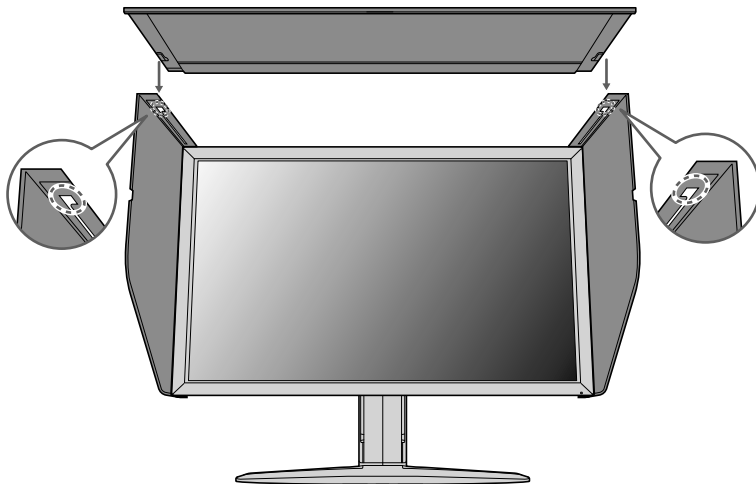
- 背面にはめ込み用の切れ込みがあります。切れ込みにカバーのフックをかけるように入れます。



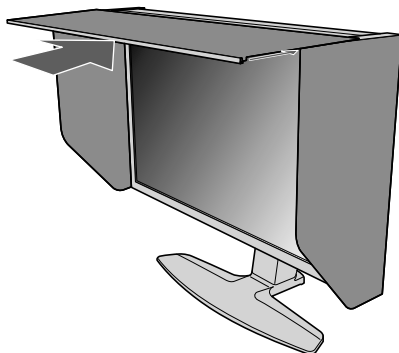
# 遮光フードを取り付ける つづき

## ② 天面カバーを取り付ける

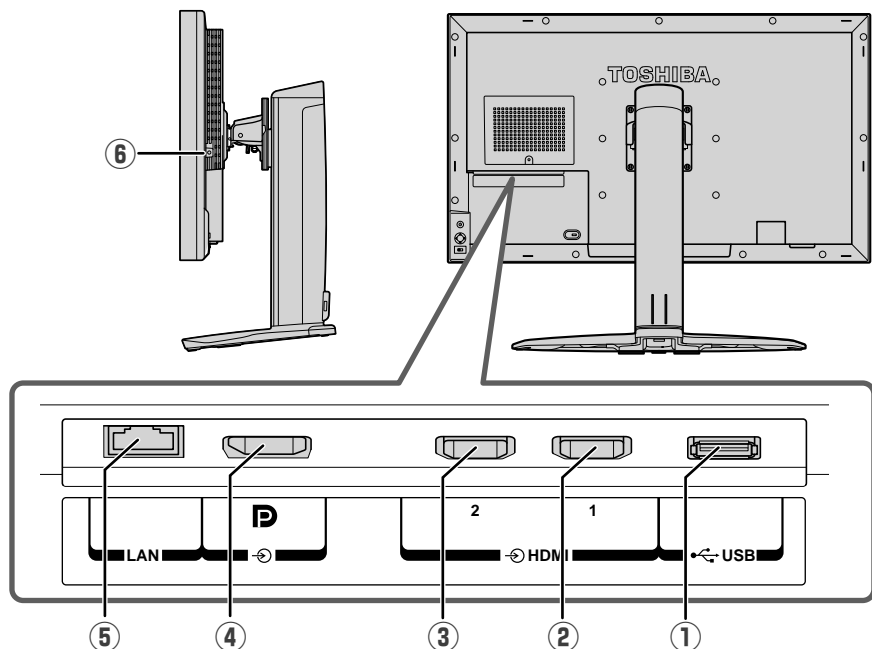
- 天面カバーの突起を、右カバーと左カバーにある下図の点線の溝に入れます。



- 天面カバーを奥へ押し、左右の突起を右カバーと左カバーの切り込みに入れます。



# 接続する



## ① USB 端子

- 付属のキャリブレーションセンサーを接続します。(➡ 28 ページ)

## ② HDMI1 入力端子

## ③ HDMI2 入力端子

- HDMI機器を接続します。(➡ 22 ページ)
- HDMI Dualで使用するときは、HDMI1入力端子とHDMI2入力端子の両方に接続します。(➡ 22 ページ)

## ④ DisplayPort 入力端子

- DisplayPort対応機器を接続します。(➡ 22 ページ)

## ⑤ LAN端子

- 設定やキャリブレーションセンサーを使って適正化するときにパソコンを接続します。(➡ 32 ページ)

## ⑥ ヘッドホン端子

- 市販のヘッドホン(ミニステレオプラグ)を接続します。
- ヘッドホンの音量は調整することができます。(➡ 26 ～ 27 ページ)

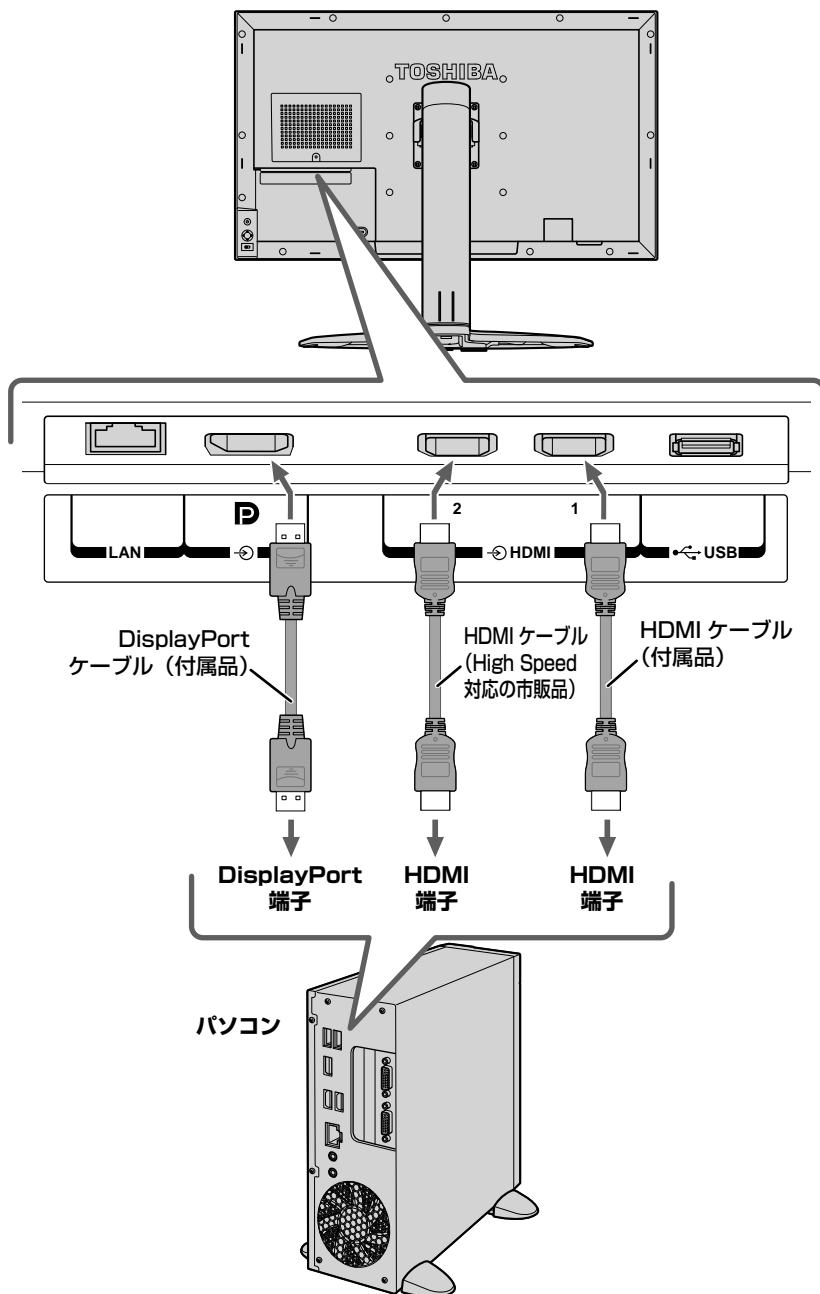
## お知らせ：

- 接続するケーブルの長さや周囲の環境などにより、画質が劣化することがあります。

# 接続する つづき

※ ケーブルを抜き差しするときは、本機とすべての接続機器の電源を切ってから行ってください。

## 映像機器との接続例



## ■ 接続について

- 接続には、付属のケーブルを使います。
- HDMI1入力端子とHDMI2入力端子の両方に接続するときは、市販のHDMIケーブル（High Speed対応）をご用意ください。
- 接続するケーブルの長さや周囲の環境などにより、画質が劣化することがあります。

## ■ HDMI Dualについて

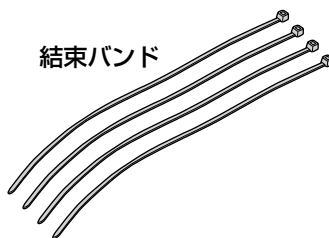
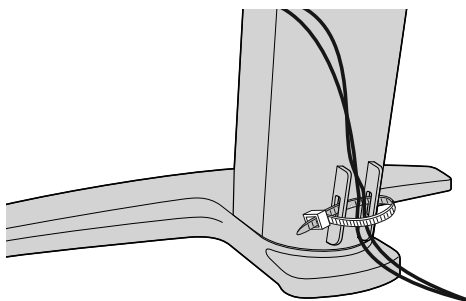
- HDMI1入力端子とHDMI2入力端子の両方に接続します。(➡ 22 ページ)
- HDMI1とHDMI2の2つの映像を一つの画面に表示することができます。
- HDMI1とHDMI2の映像信号は、同一機器から出力します。
- ヘッドホーン端子に出力する音声は、「本体機器設定」の「HDMI Dual設定」で設定することができます。(操作マニュアル(<http://www.toshiba.co.jp/vs/download/>))をご覧ください)

### ご注意：

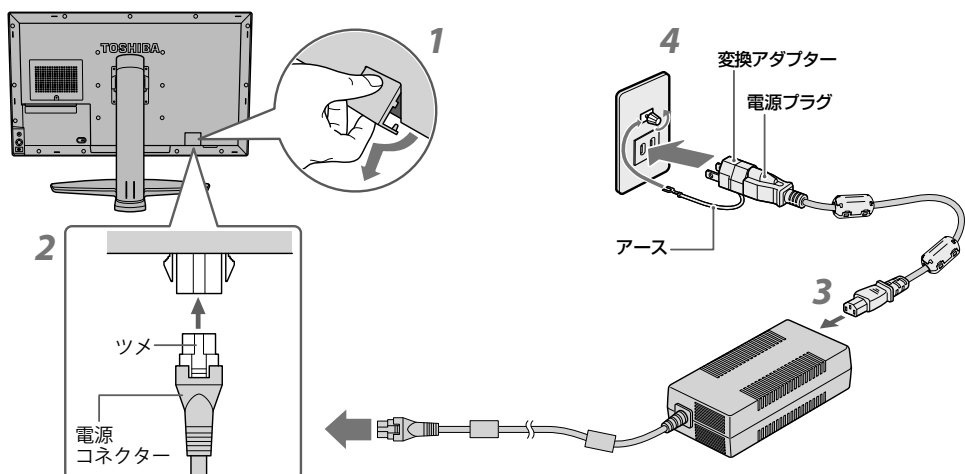
HDMI Dualで接続するとき、HDMI Dual信号を2系統で出力する機器(ビデオボードの場合は、1枚のビデオボードから2系統の出力)と接続してください。本機は、HDMI Dual信号を1系統で出力する機器(ビデオボード)との接続には対応していません。

## ■ 接続したケーブルをまとめる

- スタンド後部の溝と付属の結束バンドを使って、接続ケーブルをまとめることができます。



# 電源を接続する



## 1 電源カバーをはずす

## 2 電源コネクタを接続する

- コネクタのツメを手前にして、ツメが接続部にかかるようにしっかりと接続します。

※ 本体からACアダプターを取りはずすときは、ツメの下側を押して、電源コネクタを抜きます。

## 3 ACアダプターに電源コードを接続する

- 電源コネクタを接続したら、1ではずしたカバーを取り付けてください。

## 4 電源プラグをアース付(3芯)コンセントに接続する

通常のコンセントに接続するときは、付属の変換アダプターを使ってアースしてください。

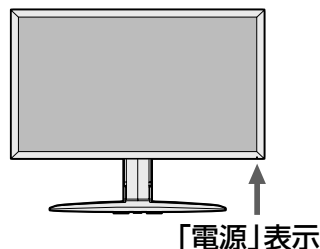
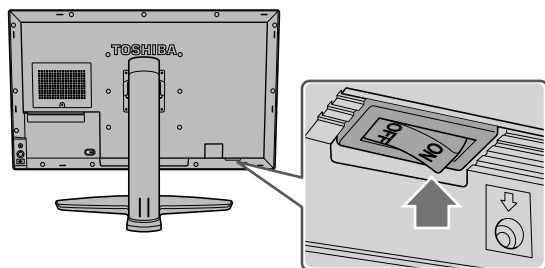
- 変換アダプターのアース線は必ず接地接続を行ってください。

※ アース線は必ず、電源プラグをコンセントに差し込む前に接続してください。

また、アース線をはずすときは、その前に必ず電源プラグをコンセントから抜いてください。

## 主電源を入れる

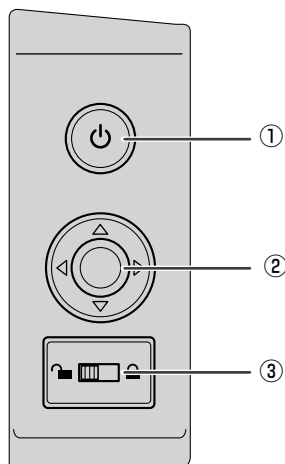
- 本体背面右下の電源スイッチを「ON」にします。電源がはいり、「電源」表示が緑色に点灯します。





# 基本操作

- 本体背面の操作部を使って、操作します。




## ① 電源ボタン

ボタンを押すたびに電源を入 / 待機状態にすることができます。

## ② 操作スティック

各種操作をするときに使います。  
スティックを上下左右に倒して選択し、スティックを押して決定します。

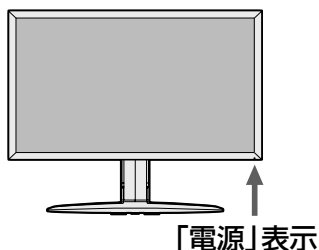
## ③ 操作ロックスイッチ

操作スティックをロックするときは、このスイッチを  側にします。  
ロック中は、操作スティックによる操作はできません。

## 電源を入れる

### ① 本体背面の電源ボタンを押す

- 電源がはいり、「電源」表示が緑色になります。



### 「電源」表示について

- 電源がはいると、緑色に点灯します。
- 無信号状態で一定時間が経過すると、オレンジの点灯に変わります。
- 本体背面の電源ボタンを押して待機状態にすると、オレンジの点灯になります。
- オレンジの点灯のまま、一定の時間が経過すると、完全待機状態になり、「電源」表示が消灯します。  
電源ボタンを押すと電源が復帰し、「電源」表示が緑色に点灯します。


## 電源を切る

### ① 本体背面の電源ボタンを押す

- 「電源」表示がオレンジの点灯に変わります。
- 完全に電源を切るときは、本体背面右下の電源スイッチを「OFF」にします。

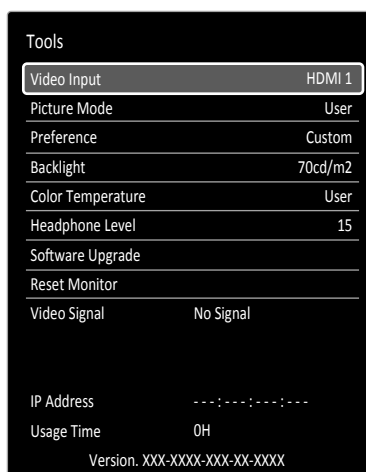
# 基本操作 つづき

## 本体で操作する

- ① 操作ロックスイッチが  側になっていることを確認する

- ② 操作スティックを押す

- 本体機器設定メニューが表示されます。
- 本体機器設定メニューは、お買い上げ時は英語表記に設定されています。日本語表記に変更する場合は、操作マニュアル(<http://www.toshiba.co.jp/vs/download/>)をご覧ください。



- ③ 操作スティックを上下に倒して項目を選んでから、左右に倒して設定を変更する

- 設定内容については、右の説明をご覧ください。

- ④ 設定が終了したら、操作スティックを押す

- 本体機器設定メニューが消えます。

## Video Input (入力)

外部入力を設定します。

- HDMI Dualの設定によって、選べる項目が異なります。

※ HDMI Dualについては、操作マニュアル(<http://www.toshiba.co.jp/vs/download/>)をご覧ください。

## Picture Mode (映像モード)

映像モードを切り換えます。

- 操作スティックを左右に倒したままにすると、設定が連続して切り換わります。

## Preference (調整モード)

プリセットとカスタムを切り換えます。

### Preset (プリセット):

映像調整値が設定されているモードです。

### Custom (カスタム):

任意に映像調整した設定を記憶しているモードです。

## Backlight (バックライト)

好みの画面の明るさに調整します。

40 ~ 300の範囲で設定できます。

- 液晶パネルは長期使用にともない輝度が徐々に低下します。

また、色温度設定により、輝度が変化します。

このため、画面に表示される数字と、実際の輝度が異なる場合があります。

### **Color Temperature (色温度)**

画面全体の色味を調整します。

4000K ～ 15000Kの範囲を100K単位で設定できます。

- お買い上げ時の状態では、Picture Mode (映像モード) がTV または Movie以外では設定できません。
- TV または Movie 以外の Picture Mode (映像モード) の Color Temperature (色温度) を変更するときは、設定用のパソコンを接続し、White Balance (ホワイトバランス) の設定を Color Temperature (色温度) に指定してください。

※ 詳しくは、操作マニュアル  
(<http://www.toshiba.co.jp/vs/download/>) をご覧ください。

### **Headphone Level (ヘッドホン音量)**

ヘッドホンの音量を調整します。

0 ～ 100 の範囲で調整できます。

### **Software Upgrade (ソフトウェアアップデート)**

ソフトウェアのアップデートをするとき、操作スティックを右に動かします。

※ ソフトウェアのアップデートには、インターネットとの接続が必要です。

### **Reset Monitor (初期化)**

すべての設定を、お買い上げ時の状態に戻します。

### **Usage Time (経過時間)**

前回キャリブレーションを実施したときからの経過時間が表示されます。

### **Video Signal (映像信号)、 IP Address (IPアドレス)、 Version**

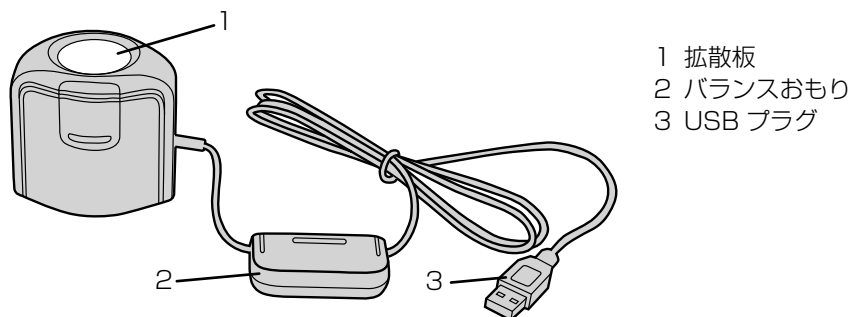
それぞれの情報が表示されます。

# キャリブレーションセンサーを使って適正化する

- モニターは、使い続けていくと白色の色温度と明るさが少しずつ変化していきます。経時変化により白は暖色系へと変化し、明るさも暗くなります。使用時間が200時間～300時間に1回の頻度で、キャリブレーションセンサーを使って適正化をすることをお勧めします。適正化をすることで、常に安定した色を維持することができます。
- 本書では、キャリブレーションセンサーを使って適正化するための準備(キャリブレーションセンサーの取り付け、操作するパソコンの接続)までを説明しています。適正化するための操作については、操作マニュアル(<http://www.toshiba.co.jp/vs/download/>)をご覧ください。

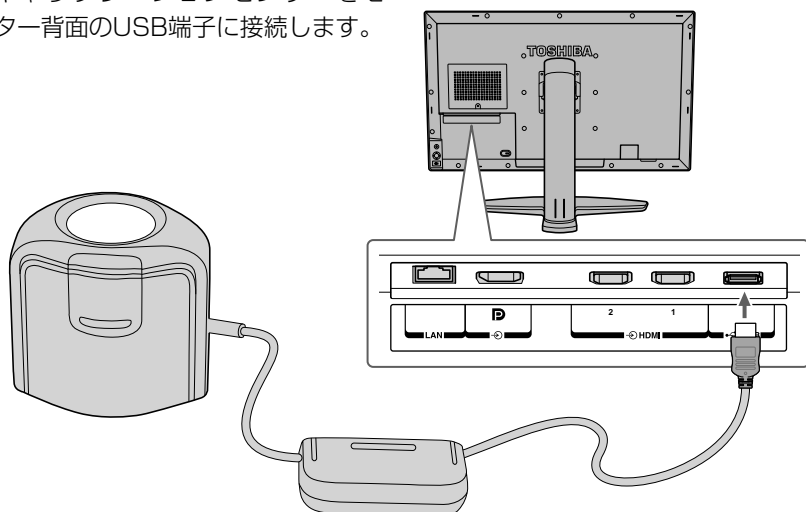
## キャリブレーションセンサーをモニターに取り付ける

### 各部のなまえ



### モニターに接続する

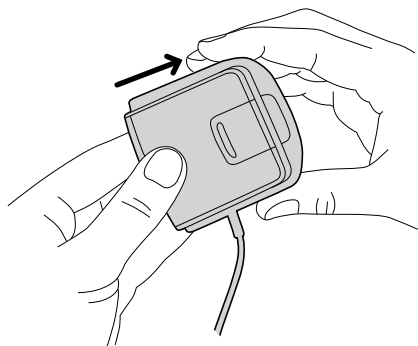
- キャリブレーションセンサーをモニター背面のUSB端子に接続します。



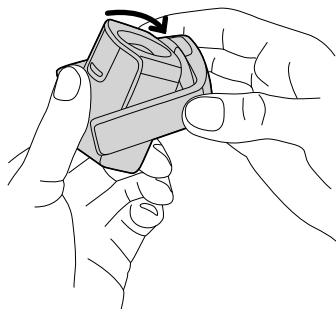
## 拡散板を開く

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### ① 拡散板を矢印の方向に引く



### ② 矢印の方向に回す



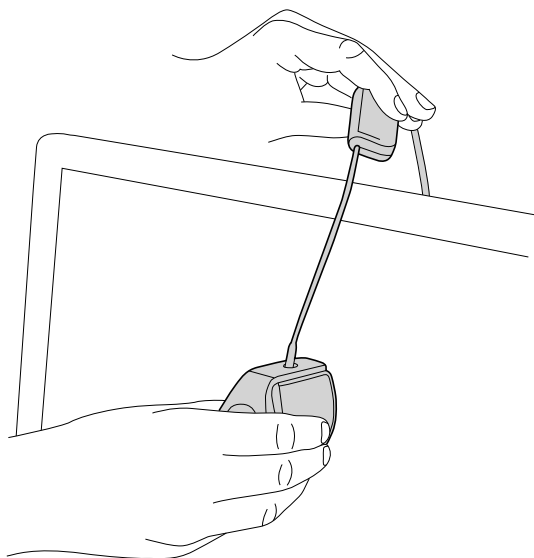
### ③ クリック感のあるところまで回して止める



# キャリブレーションセンサーを使って適正化する つづき

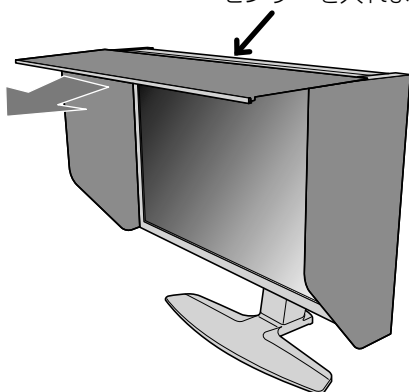
## キャリブレーションセンサーを画面に取り付ける

### ① レンズを画面中央にあわせて取り付ける



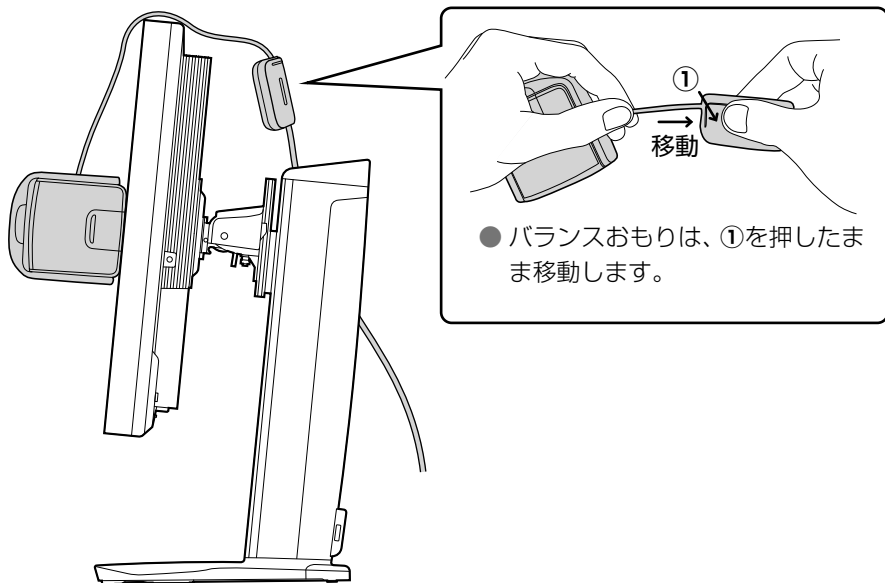
- 遮光フードを取り付けている場合は、遮光フードの天面を手前にずらして、キャリブレーションセンサーを入れます。

この隙間からキャリブレーション  
センサーを入れます。



## ② レンズ面が画面に密着し、画面と垂直になるように、バランスおもりを調節する

- USBケーブルとバランスおもりを画面の裏側にくるようにして、バランスを取ります。



## ■ キャリブレーションセンサーの取り扱いについて

- 適正化が終わったら、キャリブレーションセンサーを取りはずしてください。
- 使用しないときは拡散板を戻して、レンズ面にほこりやゴミが入らないようにしてください。
- 清掃するときは、市販のレンズブローアーを使ってレンズ面のほこりをはらってから、柔らかい布でふいてください。
- 水などの液体で本体およびレンズ面をふかないでください。キズや故障の原因となります。
- 温度が15℃～35℃、湿度が20%～80%の結露しない環境で使用してください。

# キャリブレーションセンサーを使って適正化する つづき

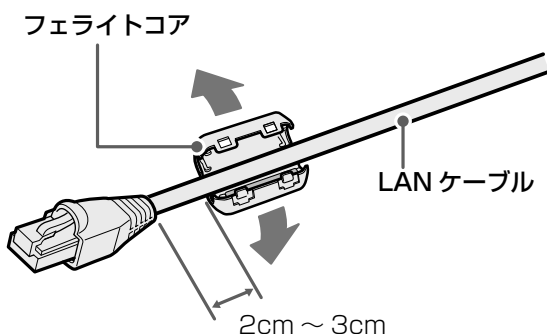
## 操作するパソコンを接続する

- キャリブレーションセンサーで適正化するときには、操作するパソコンを付属のLANケーブルを使って接続します。

## フェライトコアを取り付ける

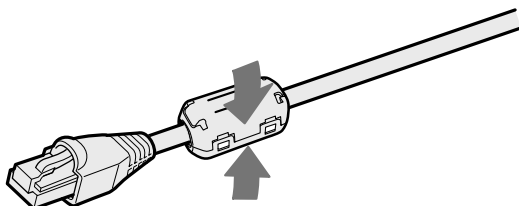
- 付属のLANケーブルに付属のフェライトコアを取り付けます。フェライトコアを取り付けずに使用すると、ノイズの原因となります。
- フェライトコアは、LANケーブルの両端2cm～3cmのところにそれぞれ取り付けます。

### ① 付属のフェライトコアを開き、LANケーブルを挟む



### ② フェライトコアを閉める

- 「カチッ」と音がするまで閉じてください。

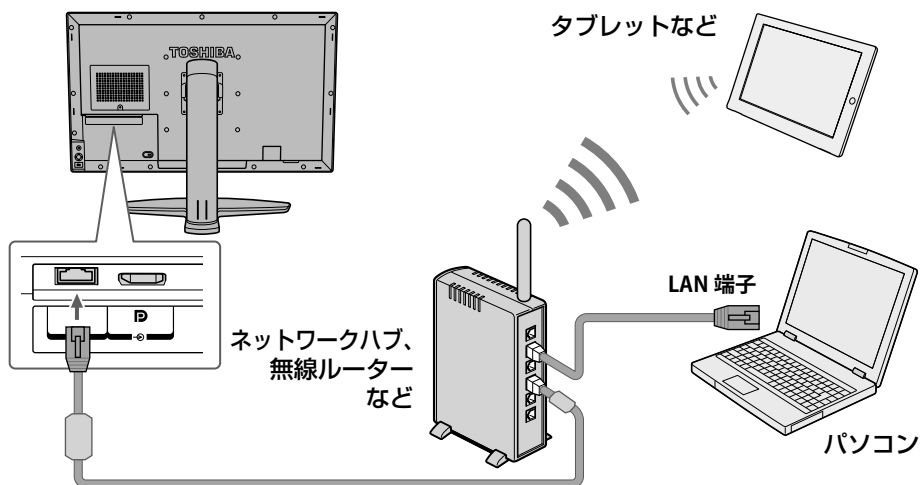




## 接続例

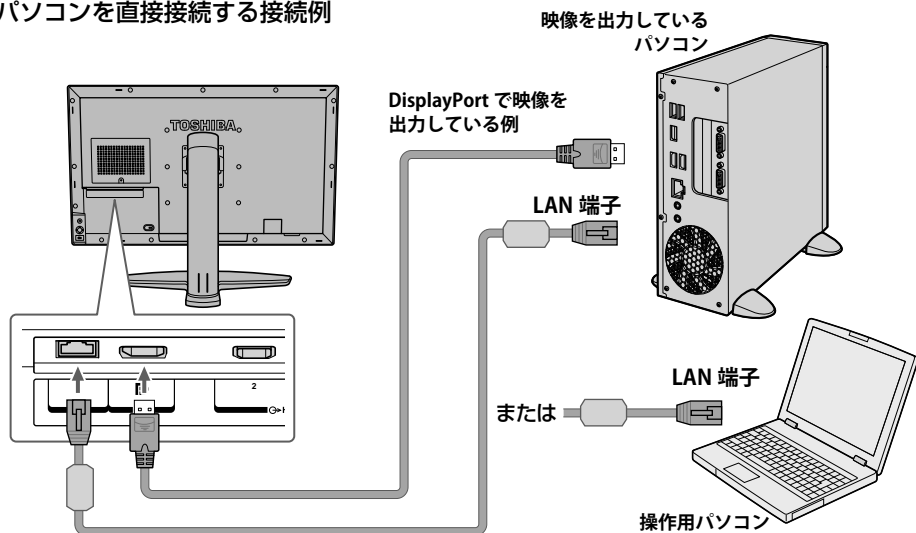
- 操作は、モニターに映像を出力しているパソコンまたは操作用のパソコン、どちらでも使用できます。

### ■ ネットワークハブやルーターを使った接続例



- ネットワークハブが無線LANアクセスポイントに接続されている場合は、無線LANを使うことができます。その場合、パソコン以外にタブレットなどからも操作できます。
- ネットワークハブがインターネットを利用できるルーターに接続されている場合は、本機のソフトウェアアップデートができます。

### ■ パソコンを直接接続する接続例



# お手入れについて



## 注意

■ お手入れのときは、電源プラグをコンセントから抜く

感電の原因となることがあります。

## お手入れの際のご注意

### 画面のお手入れは、必ず専用のクリーニングキットを使う

- 本機の液晶画面のお手入れは、専用のクリーニングキットで行ってください。専用のクリーニングキット以外は使用しないでください。専用のクリーニングキットが無くなったときは、別売の本機専用のクリーニングキットをお買い求めください。
- 画面のお手入れについては、「専用クリーニングキットを使った画面のお手入れ」(→ 36 ページ)をご覧ください。

### キャビネットのお手入れには、ベンジン・アルコールなどは使わない

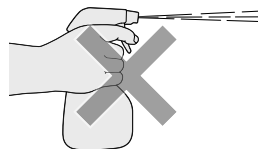
- ベンジン・アルコールなどの揮発性のもののほか、アセトンなどケトン類やキシレン、トルエンなどの溶剤は使わないでください。キャビネットが溶けたり、破損したりするおそれがあります。
- クレンザーなど、研磨剤が含まれた洗剤は使わないでください。表面が傷つきます。

### キャビネットのお手入れには、化学ぞうきんやウェットタイプのクリーニングクロス/クリーニングペーパーなどは使わない

- 含まれている成分によっては、キャビネットや画面の表面が溶けたり、破損したりするおそれがあります。

### 水やスプレータイプの洗剤などを直接かけない

- 洗剤などの液体がモニターの内部に垂れたり、しみこんだりすると、故障の原因になります。



### ぬれた手でお手入れをしない

- ぬらした布などを絞ってお手入れをするときは、手についた水滴をよくふき取ってください。水滴がモニターの内部に垂れたり、しみこんだりすると、故障の原因になります。



## キャビネットのお手入れ

### ① キャビネットに付着しているゴミやほこりを払う

- 柄つきの柔らかいモップなどで、やさしく払ってください。

※ ゴミやほこりがついたままでふいたり、こすったりすると、表面が傷ついてしまいます。

### ② 乾いた脱脂綿または柔らかい布(綿、ガーゼなど)でやさしくふき取る

#### よごれが落ちにくいときは

- 水で1000倍程度に薄めた中性洗剤(中性洗剤1ミリリットルあたり1リットルの水で薄める)に脱脂綿または柔らかい布を浸してから固く絞り、よごれをやさしくふき取ってください。そのあと、乾いた脱脂綿または柔らかい布で水分をふき取ってください。



- ※ 手に水滴がついているときは、モニターに触れる前にふき取ってください。
- ※ 洗剤が濃いと表面などに残ってしまいます。その場合は、水だけで固く絞った脱脂綿または柔らかい布でやさしくふき取ってください。
- ※ 表面をぬらしたまま放置しないでください。吸湿劣化やシミの原因になることがあります。水分が残っているときは、乾いた脱脂綿または柔らかい布でやさしくふき取ってください。

# お手入れについて つづき

## 専用クリーニングキットを使った画面のお手入れ

- 本機の液晶画面のお手入れには、専用のクリーニングキットを使います。

### ■ 専用クリーニングキットを使う際のご注意

- 本機の液晶画面のお手入れ以外には使用しないでください。  
(キャビネットなどに使用しないでください)
- 液晶画面に直接スプレーしないでください。  
(液ダレによる故障の原因となります)
- 液晶画面を強くこすらないでください。  
(キズの原因となります)



### <ご使用上のご注意>

- 指定の用途以外には使用しないでください。
- 直接液晶画面にスプレーしないでください。
- 同梱のクリーニングクロスをご使用ください。
- 他の液剤を使用しないでください。
- クリーニング液(洗浄用①液／仕上用②液)は、水などで薄めず、原液のまま使用してください。
- 液晶画面に硬いゴミなどが付着した状態でふくと傷になる恐れがあります。取り除いてから使用してください。
- 液晶パネルを強くこすらないでください。
- 吸入・飲用不可(吸い込んだり、飲んだりしないでください。)
- 人体に向けてスプレーしないでください。
- 目の位置より高い所でスプレーすると液が顔や目にかかる恐れがあります。顔や目等にかからないよう注意してください。
- 使用後は手を洗い、クリームなどでお手入れしてください。
- 汚れの種類によっては除去できない場合があります。
- 容器を逆さにして使用せず、噴射口の方を確認してからスプレーしてください。
- 保管の際はキャップをし、直射日光を避け常温の場所に保管してください。
- お子様の手の届かない場所に保管してください。
- 廃棄の際は中身を使い切ってから廃棄してください。
- 目に入った場合はすぐに流水で15分以上水洗い(まぶたを開いて)をし、医師の診察を受けてください。
- 皮膚に付着した場合は、水で洗い流してください。
- 万一、飲み込んだ場合は、水を飲ませるなどをし無理に吐かせず医師の診察を受けてください。

## お手入れのしかた

- お手入れの前に、必ず本体の電源スイッチを「OFF」にし、コンセントから電源プラグを抜いてください。
- 液晶画面に大きなほこりなどが付着している場合は、お手入れを始める前に、乾燥した同梱のクリーニングクロスで払い落としてください。

### ① 灰色のクリーニングクロスに、洗淨用①液を2～3回スプレーし、画面の汚れた部分を軽く押さえるように(10秒程度) 塗布する



#### 使用するもの

- 洗淨液①液
- クリーニングクロス (灰色)



- 洗淨用①液をスプレーしたクリーニングクロスで、汚れている箇所にあて、そのまま10秒程度軽く押さええます。

### ② 水色のクリーニングクロスに、仕上げ用②液を2～3回スプレーし、手順①で塗布した洗淨用①液がなくなるまで丁寧にふく



#### 使用するもの

- 洗淨液②液
- クリーニングクロス (水色)



- ①液の成分がなくなるまで、②液で湿らせたクリーニングクロスで仕上げふきします。

### ③ 乾いた白色のクリーニングクロスを使用して、画面上の水分(①液／②液)をふき取る



#### 使用するもの

- クリーニングクロス(白色)



- 液晶パネル表面が白くなる場合は、洗淨用①液の成分が残っています。手順②の仕上げふきと手順③の乾ぶきを繰り返し行ってください。

- 汚れが取れない場合は、手順①～②を繰り返して行ってください。

※汚れの種類によっては除去できない場合があります。

- クリーニングクロスは、ひどく汚れた状態で使用しないでください。ほこり・汚れが液晶パネルを傷つける恐れがあります。
- クリーニングクロスが汚れている場合は、40度以下のぬるま湯で丁寧に手洗いし、よく自然乾燥させてから再度ご使用ください。

汚れが付着したらできるだけ早く  
お手入れしてください。  
液晶パネルを美しく保つことができます。

# お手入れについて つづき

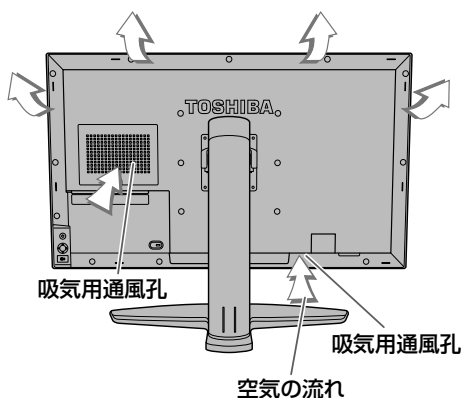
## 通風孔の清掃

- 定期的に本体・ACアダプターの通風孔の清掃をしてください。
- 通風孔の清掃は、掃除機などを使って、ほこりやゴミを取り除きます。

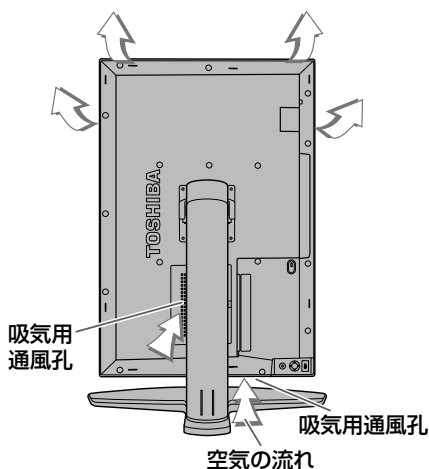
### 本体の通風孔

- 本体背面の通風孔がほこりやゴミで詰まると、内部の温度が上昇し、保護のため自動的に輝度が低下します。温度が下がると元の輝度に戻ります。

#### ■ 横置きの場合

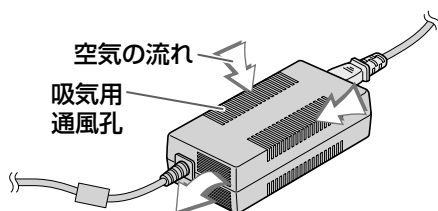


#### ■ 縦置きの場合



### ACアダプターの通風孔

- ACアダプターの通風孔がほこりやゴミで詰まると、内部の温度が上昇し、保護のため自動的に電源が切れます。温度が下がると再び使用できるようになります。



# 困ったときには

- 正しく動作しないなどの症状があるときは、以降の内容から解決法をお調べください。
- 解決法の対処をしても症状が改善されない場合は、電源プラグをコンセントから抜き、お買い上げの販売店にご相談ください。

## 画面が表示されない

確認すること	解決法・その他
ACアダプターは正しく接続されていますか。	• ACアダプターを正しく接続します。
主電源を「ON」にしていますか。	• 本体背面下側の電源スイッチを「ON」にして電源を入れます。(➡ 24 ページ)
「電源」表示がオレンジ色に点滅していませんか。	• 電源プラグをコンセントから抜き、一分以上たってからもう一度コンセントに差し込みます。
ACアダプターの通風孔にほこりやゴミが詰まっていますか。	• 通風孔を清掃してください。(➡ 38 ページ)

## その他

症状	解決法・その他
操作スティックを押して表示させた設定画面の向きが違う。	• 操作マニュアル( <a href="http://www.toshiba.co.jp/vs/download/">http://www.toshiba.co.jp/vs/download/</a> )を参照して、「本体機器設定」の「ディスプレイ位置方向」の設定を正しくします。
画面の明るさが正しく調整できない	• 内部の温度が上昇すると、保護のため自動的に輝度が低下します。 <ul style="list-style-type: none"><li>• 通風孔を清掃してください。(➡ 38 ページ)</li><li>• 通風孔をふさがないように、周囲からはなして置いてください。(➡ 16 ページ)</li></ul>

# 主な仕様

商 品 名	東芝 4K UHD モニター	
形 名	TUM-32PRO1	
画 面 サ イ ズ	32V 型	
液 晶 方 法	広視野角液晶パネル	
表 示 画 素 数 (H × V)	3840 × 2160	
輝 度 ( 標 準 値 )	300cd/m <sup>2</sup>	
コントラスト比 (標準値)	1000 : 1	
視 野 角 ( コ ン ト ラ ス ト 10 以 上 )	上下左右 176°	
有 効 表 示 領 域 (H × V)	697.9mm × 392.6mm	
応答速度 (標準値) (GtoG)	8ms	
液 晶 バ ッ ク ラ イ ト 方 式	ダイレクトLED	
入 力 端 子	DisplayPort × 1、HDMI <sup>®</sup> × 2、USB × 1、LAN × 1	
出 力 端 子	φ 3.5mm ミニステレオジャック (音声出力用)	
電 源 入 力	AC100 V (50 / 60Hz)	
消 費 電 力 ( 標 準 )	185W	
外 形 寸 法 (W × H × D)	デ ィ ス プ レ イ 本 体	約 745mm × 約 440mm × 約 75mm
	ス タ ン ド 含 む	約 745mm × 約 510mm ~ 約 640mm × 約 294mm
質 量	デ ィ ス プ レ イ 本 体	約 10.5kg
	ス タ ン ド 含 む	約 16.7kg
使 用 温 度 範 囲	0℃ ~ 35℃	
使 用 湿 度 範 囲	20% ~ 80% RH (結露のないこと)	
付 属 品	「付属品を確認する」(➡ 2 ページ) をご覧ください。	



## 対応入力信号フォーマット

HDMI	480i (60Hz) / 576i (50Hz)
	480p (60Hz) / 576p (50Hz)
	720p (50 / 60Hz)
	1080i (50 / 60Hz)
	1080p (24 / 50 / 60Hz)
	3840 × 2160p (24 / 25 / 30Hz)
	4096 × 2160p (24 / 25 / 30Hz) 注1
DisplayPort	3840 × 2160p (24 / 25 / 30 / 50 / 60Hz) 注2
HDMI / DisplayPort	VGA (640 × 480)
	SVGA (800 × 600)
	XGA (1024 × 768)
	SXGA (1280 × 1024)
	VESA CVT (1280 × 720)
	VESA CVT (1920 × 1080)

注1：縮小または水平方向一部カット表示

注2：50 / 60HzはMulti-Streamingフォーマット

- 意匠・仕様・ソフトウェアは製品改良のため予告なく変更することがあります。
- 画面サイズ(32V)は、有効画面の対角寸法を基準とした大きさの目安です。
- このモニターを使用できるのは日本国内だけで、外国では電源電圧が異なるため使用できません。

(This monitor set is designed for use in Japan only and can not be used in any other country.)

- 本商品は、ご愛用終了時に再資源化の一助としておもなプラスチック部品に材質名表示をしています。
- 本商品の改造は感電、火災などのおそれがありますので行わないでください。
- イラスト、画面表示などは、見やすくするために誇張や省略などで実際とは多少異なります。
- 省エネルギーのため長時間モニターを使用しないときは電源プラグを抜いてください。
- 「JIS C 61000-3-2 適合品」 - JIS C 61000-3-2 適合品とは、日本工業規格「電磁両立性—第3-2部：限度値—高調波電流発生限度値(1相当たりの入力電流が20A以下の機器)」に基づき、商用電力系統の高調波環境目標レベルに適合して設計・製造した製品です。

# 主な仕様 つづき

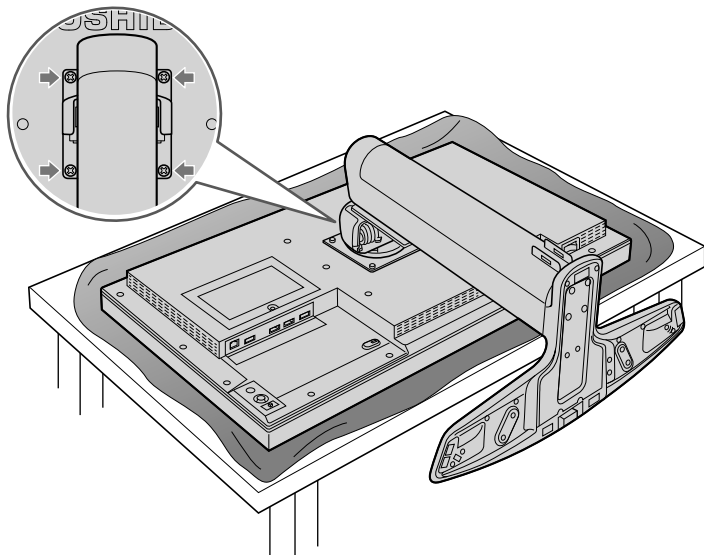
- 液晶画面は非常に精密度の高い技術で作られており、微細な画素の集合で表示しています。99.99%以上の有効画素があり、ごく一部(0.01%以下)に光らない画素や、常時点灯する画素などがありますが、故障ではありませんので、ご了承ください。
  - 静止画をしばらく表示したあとで映像内容が変わった時に、前の静止画が残像として見えることがあります。自然に回復します。(故障ではありません。)
- **ライセンスおよび商標などについて**
- Adobe® RGB はAdobe Systems Incorporated の米国あるいはその他の国における登録商標あるいは商標です。
  - HDMI は米国およびその他の国々におけるHDMI Licensing LLC の商標または登録商標です。
  - DisplayPort は、Video Electronics Standards Association の米国及びその他の国における登録商標または商標です。

# 壁掛けで使用するとき

- 本機は、壁掛けでも使用することができます。  
壁掛けで使用する場合は、お買い上げの販売店または専門の業者にご依頼ください。
- 壁掛けをするときは、以下の手順でスタンドを取りはずします。

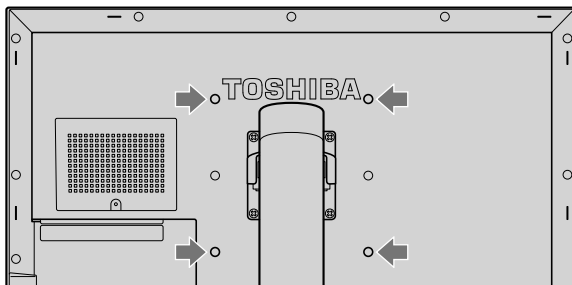
## スタンドを取りはずす

- ① 水平な台の上にやわらかい布(毛布)などを敷く
  - ② 手順①で用意した布(毛布)などの上に、モニターの画面を下にして置く
  - ③ 矢印のネジ(4箇所)をはずして、スタンドを取りはずす
- ネジをはずすときは、スタンドが落ちないようにささえながらはずしてください。



## ■ 壁掛け金具の取り付け位置について

壁掛け金具の取り付け位置は以下の4箇所になります。



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メールアドレス

linux@toshiba-dme.co.jp

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対応ソフトウェアモジュール	
Linux Kernel	Exhibit A
busybox	
e2fsprogs	
parted	
xfsprogs	
mtd-utils	
netfilter/iptables	
u-boot	
Wireless Tools	
Samba	
mount.cifs	
eglibc	Exhibit B
gcc	
DirectFB	
Cairo	
libwebsockets	
libupnp	Exhibit C
WIDE-DHCPv6	Exhibit D
jquery	Exhibit E
SHA2	Exhibit F
fuse	Exhibit G
FreeType	Exhibit H
sazanami-gothic.ttf	Exhibit I
OpenSSL	Exhibit J
mongoose	Exhibit K
RTL8192D USB Software Package - Linux Driver	Exhibit L
dtoa	Exhibit M
tftp-hpa	Exhibit N
ExplorerCanvas	Exhibit O / Exhibit P
html5shiv-printshiv	Exhibit Q / Exhibit A

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the Library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:



- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
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- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one: be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application.

Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it,

the square root function must still compute square roots.) These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange. If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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修理料金は、技術料・部品代・輸送料(出張料)などで構成されています。

技術料	故障した製品を正常に修復するための料金です。
部品代	修理に使用した部品代金です。
輸送料	製品を修理場所まで輸送したり、修理後の製品をお客様のところまで輸送する場合の料金です。
出張料	製品のある場所へ技術者を派遣する場合の料金です。

## 廃棄時にご注意願います

- この製品は、業務用途を意図した製品ですので、ご使用後廃棄される場合は有償となります。

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※所在地は変更になることがありますのでご了承ください。